

Context Clue Circle

Find the details that matter most.

GRADE 4 • 4.P.ST.1.a

4.P.ST.1.a "Use prior knowledge, formal or informal research, and discussions with others to identify the key components of context that are most relevant. (I/C)"

NAME _____

DATE _____

OUR GROUND RULES Read together first

1 Speak one at a time.

2 Use a Move card only when it fits.

3 Listen and build on ideas.

4 Focus on this exact situation.

HOW TO PLAY Teams of 3 or 4

1. Choose a Topic card and read the question.
2. Each player takes one Role card.
3. Use two copies of each Move card. Deal 4 cards to each player.
4. Discuss the question. Finish a card starter aloud, then play that card in the middle.
5. End when everyone has played 4 cards. Check the reflection statements.

AFTER THE ROUND Check what you did

☐ I named information that fits this situation.

☐ I used something I already knew.

☐ I suggested a person or source to help us learn more.

☐ I explained why a detail mattered.

**TOPIC CARDS** · pick one per round

TOPIC	TOPIC	TOPIC
Safer Recess What information do we need before suggesting a new playground rule?	Class Celebration What information do we need before choosing an activity for our class celebration?	Library Visit What information do we need before planning a visit to the school library?

ROLE CARDS · one per player

ROLE	ROLE	ROLE	ROLE
Detail Detective Listen for details about people, places, time, or rules that the group may need.	Goal Guard Watch for ideas that help answer the Topic card question.	Source Scout Listen for things the group knows, could ask about, or could look up.	Fit Finder Help the group decide which details matter most for this situation.

MOVE CARDS · deal 4 to each player

MOVE CARD NAME A NEED “A detail we need is ____ because ____.”	MOVE CARD NAME A NEED “Before we decide, we should know ____.”	MOVE CARD USE WHAT YOU KNOW “What I already know is ____.”	MOVE CARD USE WHAT YOU KNOW “I have seen or learned that ____.”
MOVE CARD ASK SOMEONE “We could ask ____ about ____.”	MOVE CARD FIND A SOURCE “We could look up ____ in ____.”	MOVE CARD CHECK THE FIT “This matters because ____.”	MOVE CARD CHECK THE FIT “We may not need ____ because ____.”

Print one card sheet per team. Cards last longer on thick paper.

RUNNING THE ROUNDS

Give each group one Topic card, one of each Role card, and two copies of the Move card set. Students may use the same type of move more than once if they have duplicate cards. If participation is uneven, pause after each played card until a different player speaks, then prompt that player to use a card that fits the discussion.

WHAT A STRONG ROUND SOUNDS LIKE

Maya	A detail we need is how many students use the swings because a new rule could affect them.
Eli	What I already know is that the swings are crowded at the start of recess.
Noah	We could ask the recess teacher about injuries near the swings.
Maya	We could look up the current playground rules in the school rule book.
Eli	This matters because a new rule needs to keep students safe and be fair.

LISTEN FOR

- Names a detail and connects it to the situation
- Uses prior knowledge that relates to the group question
- Suggests asking a person or checking a useful source
- Explains why one detail is relevant and another may not be

There are no right answers to the topic cards. Score the moves students make, not their opinions.